ABSTRACT

VIRTUAL LOGICAL RESOURCE UNIT FOR A PASSENGER ENTERTAINMENT SYSTEM, METHOD AND ARTICLE OF MANUFACTURE

5

A computer is used to manage communication over a network between one or more network addressable units and a plurality of physical devices of a passenger entertainment system. The system is configured and operated using software to provide passenger entertainment services including audio

10 and video on-demand, information dissemination, product and service order processing, video teleconferencing and data communication services. The system includes a system server and a network supporting multiple computer processors. The processors and the server comprise application software that control telephony applications and network services. The

15 server is coupled by way of the network to physical devices of the system. The server comprises software for instantiating a dispatch object to open a framework network addressable unit objects, for instantiating one or more virtual line replaceable unit objects to manage communication between a network address unit and physical devices, and for communicating network

20 messages through the dispatch object to network addressable unit objects to the physical devices. The dispatch object contains logic that tracks messages to the physical devices utilizing a queue, logic that tracks messages from the physical devices utilizing a queue, and logic that converts messages from a first format to a second format. The dispatch

25 object maintains the status of related devices. The dispatch object also contains logic for adding and removing one or more of the network addressable unit objects. The network addressable unit objects include logic for moving data from one storage location to another.

98-PS-039